

APX ATARI® PROGRAM EXCHANGE



Mark Reid

SOLITAIRE

APX-10089 APX-20089

User-Written Software for ATARI Home Computers

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SOLITAIRE

by

Mark Reid

Program and Manual Contents ©1981 Mark Reid

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INTRODUCTION

OVERVIEW

SOLITAIRE is a computerized version of the standard, one-player Las Vegas card game. You use a joystick controller to pick up cards from the deck or from one of the columns and then to position them on a column, in the ace area, or on the discard pile. Your goal is to build up the ace area. Each new deal charges you \$52 and the computer credits your account at the end of the first pass through the deck with \$5 for every card you've placed on the aces. The computer also keeps track of the time you take to complete the first pass through the deck. You can then go through the deck as many times as you wish, but the computer records your money earned/lost and time elapsed only for the first pass. Thus, you can play to completion without affecting the true results. See how long you take to win \$500!

REQUIRED ACCESSORIES

Cassette version

16K RAM

ATARI 410 Program Recorder

Diskette version

24K RAM

ATARI 810 Disk Drive

ATARI BASIC Language Cartridge

One ATARI Joystick Controller

CONTACTING THE AUTHOR

Users wishing to contact the author about SOLITAIRE may write to him at:

1308 Martha Road

S. Charleston, West Virginia 25303

or call him at:

304/744-6592

GETTING STARTED

LOADING SOLITAIRE INTO COMPUTER MEMORY

1. Plug the joystick controller into the first (leftmost) controller jack at the front of your computer console.
2. Insert the ATARI BASIC Language Cartridge in the (Left Cartridge) slot of your computer.
3. If you have the cassette version of SOLITAIRE:
 - a. Turn on your TV set.
 - b. Turn on your computer and connect your program recorder to the computer and to a wall outlet.
 - c. Slide the SOLITAIRE cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.
 - d. Type CLOAD on your computer and then press the RETURN key two times. The tape will load into computer memory.
 - e. After the tape finishes loading, the word READY will display on your TV screen. Type RUN and press the RETURN key. The first display screen will appear on your TV screen.

If you have the diskette version of SOLITAIRE:

- a. Turn on your disk drive.
- b. When the BUSY light goes out, open the disk drive door and insert the SOLITAIRE diskette with the label in the lower right-hand corner nearest to you. Close the door.
- c. Turn on your computer and TV set.
- d. When the READY prompt displays on your TV screen, type RUN "D:SOLITAIR" and press the RETURN key. If you're using more than one disk drive, remember to follow the device initial (D) with the number of the drive containing the SOLITAIRE diskette (e.g., RUN "D2:SOLITAIR" for disk drive two). The program will load into computer memory and start.

FIRST DISPLAY SCREEN

The program title appears at the top of the first of two pages of instructions. The first page looks like this:

S O L I T A I R E BY MARK REID

THIS IS A VERSION OF THE STANDARD
SOLITAIRE CARD GAME (7 COLUMNS OF
CARDS, BLACK TEN ON RED JACK, ETC.)

THE COMPUTER SHUFFLES AND DEALS THE
CARDS, AND CHARGES YOUR ACCOUNT \$52
(\$1/CARD). YOU THEN GO THROUGH THE
DECK ONE CARD AT A TIME, AND TRY TO
GET AS MANY CARDS AS POSSIBLE ONTO
THE ACES AT THE TOP. AFTER ONE PASS
THROUGH THE DECK, THE COMPUTER CREDITS
YOUR ACCOUNT WITH \$5 FOR EVERY CARD
THAT'S ON THE ACES (INCLUDING THE
ACES). WHEN YOU HAVE NO MORE PLAYS,
PRESS START TO DISPLAY YOUR SCORE.
AT THAT POINT, PRESS START AGAIN FOR
A NEW DEAL, PRESS SELECT FOR ANOTHER
PASS THROUGH THE DECK, OR PRESS
OPTION TO CLEAR YOUR ACCOUNT.

PRESS FIRE TO CONTINUE

Figure 1 First Page of Instructions

The second page of instructions are:

WHILE GOING THROUGH THE DECK EXTRA TIMES, NOTHING WILL BE CHARGED OR CREDITED TO YOUR ACCOUNT, AND YOU CAN GET A NEW DEAL AT ANY TIME BY PRESSING START.

YOU USE THE JOYSTICK AND CURSOR TO SELECT YOUR PLAYS. EACH TURN CONSISTS OF TWO STEPS: PICKING UP A CARD (OR CARDS) AND PLAYING THE CARD. MOVE THE CURSOR TO THE CARD YOU WANT TO PICK UP AND PRESS FIRE, THEN MOVE THE CURSOR TO THE PLACE YOU WANT TO PLAY THE CARD AND PRESS FIRE. (IF PICKING UP A STACK OF CARDS, PLACE THE CURSOR ON THE ONE CLOSEST TO THE TOP OF THE SCREEN.)

AS AN ADDITIONAL FEATURE, THE COMPUTER TIMES EACH GAME AND KEEPS TRACK OF CUMULATIVE TIME. SEE HOW LONG IT TAKES YOU TO WIN \$500. GOOD LUCK . . .

PRESS FIRE TO START

Figure 2 Second Page of Instructions

When you're finished reading the instructions, press the red FIRE button on your joystick. The program treats you to a multicolored display of the word "SHUFFLING" while it shuffles the deck and sets up the game display. After studying this display, press the FIRE button again to begin playing and to tell the program to start the clock.

PLAYING SOLITAIRE

THE GAME DISPLAY

The game display screen looks roughly as follows ("S" is for "spades", "D" is for "diamonds", "C" is for "clubs", "H" is for "hearts", and the underlining represents inverse video; these card suits display as graphics on the screen). The figure contains sample cards in the columns.

[illegible]

WHEN YOU ARE READY TO PLAY,
PRESS FIRE

Figure 3 Game Display Screen

The middle of the game screen has seven columns for the seven piles. A card (in the form of a number and a graphics character for the card suit) displays at the top of each column pile, and above each pile is a number indicating how many cards remain face down in that pile. Above these columns are four areas for playing the aces. Below these columns is the deck area, which displays a number indicating the number of cards remaining in the deck, and the discard pile area. To the left of the card area is the display for the time elapsed and for the number of the current pass through the deck. Notice that the spades and clubs display in inverse video (underlined in the figure above) to simulate the red/black color distinction of the card suits.

USING YOUR JOYSTICK

Each turn involves two steps: picking up a card (or a stack of cards) and playing the card(s). You pick up and place cards using your joystick controller. Hold your joystick so that the red FIRE button is at your upper left, toward the TV screen. The steps are as follows:

1. The game begins with the deck number flashing, indicating your cursor is in this area.
2. Use your joystick to move the flashing cursor to the card you want to pick up--the current top deck card, a stack of cards, or the top card on the discard pile. (See the game rules below for more information about deciding which card(s) to pick up). Push the joystick forward to move the cursor up, backward to move it down, leftward to move it to the left, and rightward to move it to the right (you can also move it diagonally).

Now press the red FIRE button to pick up your desired card(s). Thus, to pick the top deck card, just press the button (since the flashing cursor automatically positions itself here at the start of each turn). To pick up a stack of cards, position the cursor on the card closest to the top of the column heading and press the button. To pick up the top card from the discard pile, place the cursor on it and press the button.

3. The card(s) you pick up will disappear (except for the top card on the discard pile, so that you can't see the card underneath unless your play is legal). Move the flashing cursor to the place you want to play the card(s)--on another column, in the ace area, or on the discard pile and again press the red FIRE button. The card(s) will magically reappear in this location. If you're playing the card on one of the seven piles, place the cursor below the most current card on the pile.

4. After each round, the cursor repositions itself on top of the deck.

SOLITAIRE RULES

The game uses the standard Las Vegas rules. The cards are dealt in seven piles face down, except for the top card on each pile. The first pile has one card (one face up, none face down), the second pile two, and so forth, with the seventh pile having seven cards (one face up, six face down).

Each turn consists of picking up a card and playing it. You may pick up the top card on the deck, the top card on the discard pile, or a face-up card on one of the seven piles.

You may place an ace in the ace area at the top of the screen in the column displaying that ace's suit. You may place only a king in an empty column. You may place a queen through two on any card of the next higher value and showing an opposite color suit in one of the seven card columns. In other words, you build stacks in descending order, from king to two. For example, you can play a jack of hearts on a queen of spades or clubs, and you can play a seven of clubs on an eight of hearts or diamonds.

If you pick the card from the deck and you can't play it anywhere, put it on the discard

pile. If you place the cursor on the most recent face-up card in a stack, only that card moves. If you place the cursor on the first face-up card in a stack (closest to the top of the column), all the cards in the stack automatically move to the pile on which you play the card. When you move a column of cards, the next face-down card in that now empty column displays face up. If no more face-down cards remain in the column whose stack of cards you move, the column remains empty, and you can play a king there. (Strategy hints about moving stacks. Move a king from a column still containing face-down cards to an empty column containing no more face-down cards to get at the hidden cards in the former column.)

Once you place an ace in the ace area, you can then place the two of the same suit on it, and then the three, and so forth. Opposite to the columns, you build the ace area in ascending order. The object of the game is to get as many cards as possible on the aces.

SCORING

To display your final score at the end of a round, press the START button. The scoring area, beneath the card area, looks like this:

	TIME	MONEY	<u>OPTION</u> =NEW ACCOUNT
GAME	8:20	\$23	<u>SELECT</u> =NEW PASS
TOTAL	17:40	\$21	<u>START</u> =NEW DEAL

Figure 4 Scoring Display

(The OPTION, SELECT, and START options are described in the next section.) The score and time display for both your current round and the total of rounds you play this session.

For each deal, the program charges your account \$52 (\$1 per card). You earn \$5 for each card you place on an ace (including the aces themselves). Thus, if you place few cards in the ace area, you can end a round with a negative amount of money (that is, you lose money on the round, since the program subtracts the \$52 from the total you earn).

If you turn over all the face-down cards under the seven piles, the program automatically credits you for placing all 52 cards onto the aces.

CONTINUING THE SAME ROUND OR PLAYING A NEW ROUND

When you've played all the cards from the deck and no other plays remain, press the START button on the computer keyboard. (Note. You can end a round at any time by pressing the START button during the game instead of picking up a card.) The time and score information then displays, along with your three options.

To go through the deck again for the same round, press the SELECT button. The GAME score and time will continue to increase, but the TOTALs won't be affected. To play a new round with your current account balance, press the START button again, and the computer will shuffle and re-deal the deck. Or, to reset your account to \$0 and play another

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ATARI PROGRAM EXCHANGE

REVIEW FORM

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many software authors are willing and eager to improve their programs if they know what users want. And, of course, we want to know about any bugs that slipped by us, so that the software author can fix them. We also want to know whether our documentation is meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program _____

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate and/or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program?

- _____ Easy to use
- _____ User-oriented (e.g., menus, prompts, clear language)
- _____ Enjoyable
- _____ Self-instructive
- _____ Useful (non-game software)
- _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the software or user instructions:

| STAMP |

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